TAKARA®

Published by TAKARA U.S.A.CORP.
230 Fifth Ave. New York, NY 10001
TEL : 212-689-1212

PRINTED IN JAPAN

SNS-KT-USA

KING OF THE MONSTERS® 2

INSTRUCTION BOOKLET

TAKARA®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

Thank you for selecting this KING OF THE MONSTERS® 2 Game Pak for your Super Nintendo Entertainment System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

LICENSED BY
Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM, AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

TAKARA®

KING OF THE MONSTERS® 2 © SNK 1992

Published by TAKARA U.S.A.CORP.
230 Fifth Ave. New York, NY 10001
TEL: 212-689-1212

CONTENTS

Story 2
Game controls 4
Getting started 5
How to play 6
Option mode 7
Game screen 8
The Monsters 10
Items 16
Minor Aliens 18
The Human 19
The Alien Boss Characters 20
2-Player Vs. Mode 24
Power Pointers 25

KING OF THE MONSTERS 2 – GAME STORY

In 1996, Monsters suddenly appeared all over the world. They were immensely powerful, and waged a fierce and violent battle against each other, all but wiping out civilization in the process. For three years the people of Earth watched, helpless, as the Monsters wreaked destruction on the planet, until only the three strongest Monsters were left alive. There was no-one strong enough to oppose the three Monsters anywhere in the world.

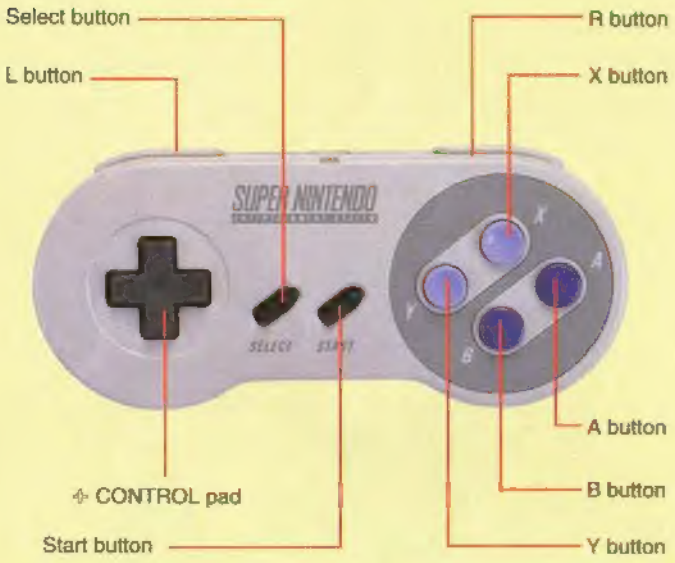
Finally, in 1999, a force equal to the Monsters appeared on Earth at last. But it wasn't what the humans had hoped and prayed for - it was an alien force, which came to invade the Earth. The Aliens were incredibly powerful, and stationed their strongest warriors throughout the world to attack and conquer the Monsters.

When they discovered the Aliens, the Monsters bellowed out ferocious cries of rage and joy, and threw themselves instinctively upon their next opponents. The time had come to wipe out a new group of enemies, and decide once and for all which Monster was the true " King of the Monsters "!

Humans are no longer the masters of the Earth - and now the next battle is about to begin....

GAME CONTROLS

(GAME CONTROLLER AND BASIC OPERATIONS)



Control Pad	:	Moves cursor, moves character around screen.
Select button	:	Selects game modes.
Start button	:	Starts the game, pauses the game.
A button	:	Sets selections.
B button	:	Jumping.
L button	:	Increases your power.
X button	:	Punch attacks.
Y button	:	Kick attacks.
R button	:	Guarding.

You can change these button arrangements in Option Mode.

GETTING STARTED

Insert the game pak into your Super Nintendo Entertainment System® and turn the power switch ON. The Title Screen should then appear. Press the Start button to bring up the Game Mode Selection Screen and the Player Selection Screen.

Game Modes

PLAYER VS. COMPUTER

For 1 player. A second player can join in mid-way through.

2 PLAYERS VS. COMPUTER

2 players join forces and play together against the computer.

PLAYER 1 VS. PLAYER 2

The first person to win 3 games out of 5 is the winner.

HOW TO PLAY

GAME RULES

You must clear each stage within the time limit. There are items for you to pick up along the way, and a Boss Alien waiting for you at the end of each stage. To clear each stage you must defeat the Boss (by bringing its life gauge down to zero).

SPECIAL ATTACKS

Keep the L button pressed down to increase your power level. When your meter reaches full power it will flash on and off, and you will then be able to use special attacks. When your meter is at full power you can use special attacks at any time, but when you are increasing your power level with the L button you are open to attack. Take advantage of this and attack when your enemy is vulnerable.

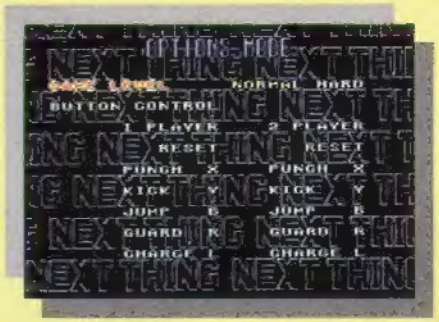
GRAPPLING WITH ALIENS

If you get in a clinch with an Alien, immediately press the ✣ Control Pad to the left and right repeatedly! Then press the punch or kick buttons to overpower your opponent.

GETTING UP

If you are injured and fall down, quickly press A button repeatedly! Your enemy will continue injuring you if you remain on the ground.

OPTION MODE



Select Option mode to set the options.
Press the ✣ Control Pad to select and set items.
Press the Start button to return to the Title screen.

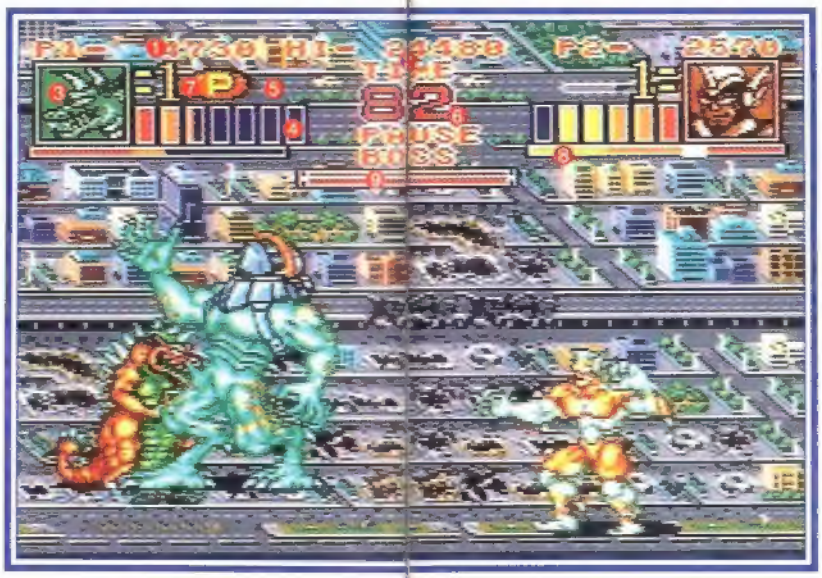
Game Level — Sets the level of difficulty of the game. Choose from Normal or Hard.

Button Control — Lets you change the button arrangement of the controller to suit your own preferences. You must change the button arrangements for each controller separately.

* *Move the ✣ Control Pad up and down to select an item, and move it left and right to set it or change it.*

GAME SCREEN

The different elements you see on screen.



1. **Current score**
2. **High score**
3. **The Player 1 character**
4. **Life gauge** — You lose a life if the gauge decreases to zero.
5. **Power up display** — You are at second level power if there is one mark, and at full power if there are two.
6. **Time remaining** — You lose a life if the timer reaches 0.
7. **Number of lives remaining** — When all your lives have been used up the game is over.
8. **Power meter** — You can use special attacks when your meter is at full power.
9. **Boss character's life gauge**

Super Geon

Species:Dragon-type monster (of the Geonoid family)

Name : Super Geon (Power Adv.)
Height : 367 Ft.
Weight : 132,000 tons

This Monster has all sorts of sharp and pointed horns, fangs, and claws to attack with, and it can also spit fireballs that have a terrific destructive power, one after the other. However, it cannot move as fast as the other two Monsters. It has an extremely ferocious personality and an incredible appetite.

Normal attacking techniques

X button	:	Slash Attack
Y button	:	Tail Hammer
B button + X button	:	Body Ball Bomb
When in a clinch – X button	:	Rear Drop
When in a clinch – Y button	:	Brutal Bite

SPECIAL ATTACKS

L + Y: Snake Fire

L + X: Geo Sword (press the Y button to throw it)

L + B: Earthquake

Atomic Guy

Species:Hero (of the Humanoid family)

Name : Atomic Guy (Speed Adv.)
Height : 321 Ft.
Weight : 126,000 tons

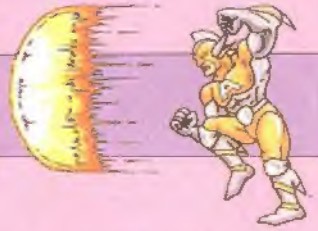
Atomic Guy was originally a scientist who experimented on himself to discover ways to make the human body immune to radiation - and unfortunately experimented too much. He is covered with an armor-like plating, and has a variety of new attacks.

Normal attacking techniques

X button	:	Atomic Punch
Y button	:	Atomic Kick
B button + X button	:	Elbow Saber
When in a clinch – X button	:	Front Suplex
When in a clinch – Y button	:	Hyper Lightning Blitz

SPECIAL ATTACKS

L + B : Megaton Thunder



L + Y : Neo Geo Ray

L + X : Atomic Cutter

Cyber Woo

Species:Robot-type monster (Machine)

Name : Cyber Woo (Balance Adv.)
Height : 295 Ft.
Weight : 180,000 tons

The super robot that was created as a top-secret weapon as part of a plan to take control of the world. Due to a big explosion in the main computer, it broke free from human control and set itself free. It can attack equally well on land, sea and in the air.

Normal attacking techniques

X button	:	Rolling Head Stab
Y button	:	Swing Kick
B button + X button	:	Heavy Hip Attack
When in a clinch – X button	:	Body Lift
When in a clinch – Y button	:	Guided Missile

SPECIAL ATTACKS

L + B:
Hurricane Attack (Press the X button to make Cyber Woo spin around while attacking)

L + Y: Ray Gun

L + X: Rocket Punch

ITEMS

These are the items you'll find hidden throughout the game!!

Item names and effects.

SMALL LIFE

Restores a small amount of life.

BIG LIFE

Restores a lot of life.

POWER UP

Powers you up. Increases the power of HP (hit points) and special attacks.

POWER DOWN

Reduces your power, and also reduces the power of HP and special attacks. An item you should try to avoid!

ROULETTE

A special item - you don't know what it is until you pick it up.

SCORE ITEM

Once you've received a certain number of points you'll receive a 1UP - so make sure you don't miss any of these items! Adds 100 points to your score.

SCORE ITEM

Adds 500 points to your score.

SCORE ITEM

Adds 1000 points to your score.

1UP

Adds one life.

BOMB

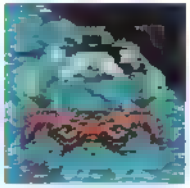
Explodes and injures you if you touch it. Be careful!

MINOR ALIENS

These minor Aliens block and obstruct the Monsters. Don't be fooled they may only be minor enemies, but you'll regret it if you don't take them seriously!

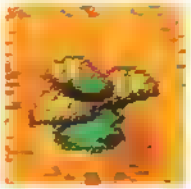
I.T.O./HABITAT : CITY

This Alien doesn't look particularly ferocious, but when it sees a Monster it rushes straight in for the attack. It is a dangerous Alien that will willingly sacrifice its own life when attacking Monsters



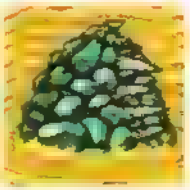
LUCKY WATER HABITAT UNDERWATER

An Alien that drifts through the water attacking the Monsters and causing them trouble



SANDWORM HABITAT UNDERGROUND

This Alien usually hides underground, but appears when a Monster approaches. Attack it as soon as it appears!

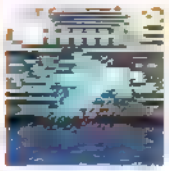


GAPURIN HABITAT : DESERT

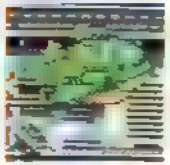
An Alien that hides itself in the sand and lies in wait for enemies. If a Monster is caught by one of these, it won't escape easily

THE HUMAN FORCES

The Aliens aren't the only enemies of the Monsters. Humans are also attacking them to try to regain control of their planet. You'll have to deal with the humans if you want to be the ruler of the Earth!

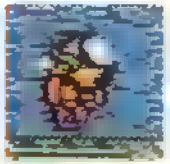


Flies in formation, and attacks the Monsters with missiles.



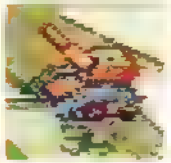
BOMBER : THUNDER HAWK 2

Comes flying in to encircle the Monsters, and attacks with a variety of different attack methods



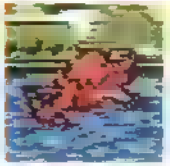
SUPER LIGHTWEIGHT ARMORED SUIT : ART BOX

Comes out of Thunder Hawk 2. Teases and harasses the Monsters with attacks that make the most of its mobility



HEAVY TANK : MAD CANNON

A heavy tank which is dropped from Thunder Hawk 2, and is equipped with powerful weaponry



Drops gas bombs. These affect the Monsters' nervous systems and disrupt their sense of direction

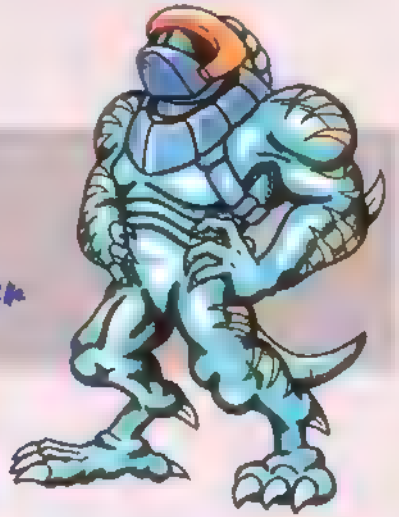
THE ALIEN BOSS CHARACTERS

Stage 1 & 2 Boss Characters

Battle 1

Huge Frogger

(American City)



Battle 2

Eifflelyte

(French City)

Stage 3 & 4 Boss Characters

Battle 3

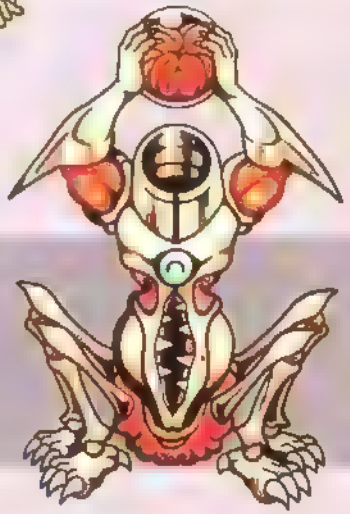
Clawhead

(Grand Canyon)

Battle 4

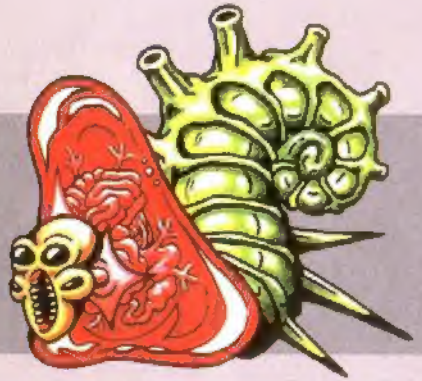
Beetlemaster

(Desert)



THE ALIEN BOSS CHARACTERS

Stage 5 & 6 Boss Characters



Battle 5

Sack Eyes

Battle 6

Lavicus

Stage 7 Boss Character

Battle 7

King Famardy

2 PLAYER VERSUS MODE

2 Player Versus Mode is a battle between Monsters. The first person to win three out of five battles is the winner. To get started, first choose your Monsters; each player must choose a different Monster. If time runs out before one player has won three battles, or if neither player has managed to win three battles once all five have been fought, the game will end in a draw.

1. No. of wins
2. Time remaining

POWER POINTERS

INCREASING POWER FOR SPECIAL ATTACKS

When playing with a friend against the computer, you have a chance to boost your power when your partner is in a clinch with an Alien. Wait until they separate, and then use your special attacks to blast the Alien!

CHARACTERISTICS OF SPECIAL ATTACKS

Some special attacks have no effect when used against aliens when they are in the air. Make sure you time your attacks effectively.

PICK 'EM UP AND THROW 'EM!

Some buildings and some of the human attack forces can be picked up and thrown. If they are thrown skillfully they can inflict damage.

DON'T MISS ANY ITEMS!

Make sure you pick up power-ups and lives. You've got a long way to go before you get to the final Boss. It's also important to find hidden 1UPs.

GAIN POINTS

Don't miss any chances to pick up points, either, as once you've scored a certain number of points you'll gain a 1UP!

MEMO

MEMO

MEMO

90-DAY LIMITED WARRANTY

TAKARA USA CORP. (TAKARA) warrants to the original purchaser only of this TAKARA software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This TAKARA software program is sold "as is," without express or implied warranty of any kind, and TAKARA is not liable for any losses or damages of any kind resulting from use of this program. TAKARA agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any TAKARA software product, postage paid with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the TAKARA software product has arisen through abuse, unreasonable use, mistreating or neglect. This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate TAKARA. Any implied warranties applicable to this software product including warranties of merchantability and fitness for particular purpose, are limited to ninety (90) days period described above. In no event will TAKARA be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this TAKARA software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Published by TAKARA U.S.A.CORP.
230 Fifth Ave. New York, NY 10001
TEL : 212-689-1212